CHRONOPIA DEMO RULES SUMMARY

Hero Skirmish - Table size 3'x3' - Terrain level 75%

PHASES OF THE TURN

Pre-Battle

1. INITIAL INITIATIVE PHASE
Activate one of their own Units or nominate an opponent's Unit to Activate first.

2. ASSIGN COMMAND POINTS
Each Player gains 2 CP (Demo Game)

3. GO TO NORMAL PHASE 2 - ACTIVATION PHASE

1. INITIATIVE PHASE

Players roll for Initiative for Game Turn
Roll d20 + number of activations
LOWEST result wins

2. ACTIVATION PHASE

Each Player takes it in turns to activate their Units.
Check for Command Distance and Panicked

- **Do nothing**
- **Basic Movement**
(Move, Engage, Free Closing, Run Away)
- **Advanced Movement**
(Run, Charge)
- **Basic Movement & Shooting Attack**
- **Shooting Attack & Basic Movement**
- **Shooting Attack**
(Not Engaged, LoS, In Range)
Target Priority - Must shoot closest enemy within 12"
Targets cannot be **Engaged**
+2 to RS if within 12"
Pass **LD Test** to shoot any target

3. FIGHT PHASE -

Players make Close Combat Attacks in Clash Fights and resolve the results.

4. END PHASE

Remove Tokens and Reset Command Points(2), move AI

COMMAND POINTS SPENDS

1 CP for a **Countercharge**
model has **NOT activated** and target of a **Charge** in your **LoS**, and not in another Clash, Place **Charge Tokens** next to both models. This counts as an **Activation**.

3 CP to make a **Re-roll.**
You can re-roll a **single** D20 roll Only once per miniature, per Game Turn. You cannot re-roll a re-roll. You cannot re-roll an **Initiative** roll.

1 CP to **Shoot a Charging Model.**
Target of a charge (not engaging) NOT in a **Clash Fight**, then it can attempt to **Shoot** the **Charging Model.**
RS test for NoA with -2 to Hit modifier.
You cannot also Countercharge!

2 CP to take a **Shot after an Advanced Move**
(2 CP per model in a Unit).

1 CP to **Move** out of a **template**, making a **Basic Move** if you are not engaged in a **Clash Fight.**
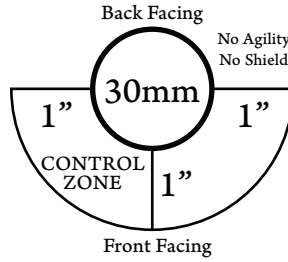
1 CP to **Duck for Cover,**
if target of a shooting attack and having an obstacle (or friendly model) in your Control Zone, but not in Shot.
Do not move your model.
Add additional modifiers to hit.
You must declare **Duck for Cover** before the **To Hit** roll.

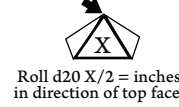**2 CP** to cast a **Spell** after an **Advanced Move**

2 CP to cast a **Ritual** fter a **Basic Move**

1 CP to add **+2** to a **Casting Spell**
attempt, or +2 to CC or +2 to RS.
(You can use a maximum of 1 CP per)

X CP
Some Skills or Spells require additional CP spend.

Back Facing

No Agility No Shield

30mm

1"   1"

CONTROL ZONE   1"

Front Facing

DEVIATION

Roll d20 X/2 = inches in direction of top face

SHOOTING ATTACK

(Activation Phase)

MODIFIERS:
COVER = -2 to Hit (within Control ZOne)
"DUCK FOR COVER" (1CP) = -2 to Hit (within CZ)
Shield (Warshield) = -1 (-2) to Hit (Front Facing)

RANGED SKILL TEST (RS)

Roll d20 RS for each NoA
Total # HITS x Damage =
TOTAL DAMAGE SCORE (TDS)
Perfect Success (1) = Hit, Shoot into CC
Fumble(20) = Miss + End Activation

Shooting into Close Combat
Pass LD Test then another roll d20
1-10 Hit Enemy
11-20 Hit Friendly

ARMOR SAVES

Armor Value(A) - TDS =
Armor Save Target on d20 (roll under)
Perfect Success (1) = Auto Pass ALL
Fumble(20) = All Wounds (No saves)

CHARGES

Pick a single **Target** model.
You must LoS further than **MOVE(M).**
Move your model up to its **MOVE(M) x2.**
Your model needs to travel the last segment (minimum M) towards target model in a **STRAIGHT** line and finish its move in Base to Base contact with the target.
lf successful place a **CHARGE** Token beside your model.
Otherwise the **Charge** Move is changed to an **Engage** movement.

SKILLS

FEAR(X)
Engage or Charge causes LD test (-X) to enemy
IMMUNE TO PANIC
Pass 100% Panic Test
LINE BREAKER
Push enemy 1" Advance 1"
SWIPE
All target in WR+CZ get 1 HIT
TEACHER(X)
Grant X Warband Listed Skill
BRACE
No Move or Basic or 1CP
Charging Model Loses Bonus
WARD SAVE(X)
After receiving WOUND
Extra SAVE (after ARMOR, HEAL)
The only SAVE on CRITICAL HIT
HEAL(X)
After WOUND taken
ROLL d20 less than X
WOUND Healed even LAST WOUND

CLOSE COMBAT

(Fight Phase)

Fight Simultaneously (No Alternating Activations)

Modifiers:
1) **MINUS** Target **AGILITY** **if Front Facing**
2) **MINUS SHIELD** modifier **if Front Facing**
3) **+1 to hit (max +3)** for each friendly engaged model
4) **-2 if target behind** Defense Obstacle (B2B)

DETERMINE CLASH (p.17)

Engaged?

YES = within **Range** of their **Close Combat Weapons**
NO = Model unable to attack or strike back

ASSIGN Fights

Choose Target(s) and ONE Close Combat Weapon
For each Engaged Model

CLOSE COMBAT SKILL TEST

ROLL Xd20 TO HIT (X=NoA)

Attacks can be split between targets

Check Critic Interval (X-Y)
if within range then

CRITICAL HIT
Causes Auto Wound(s)
target can only make Ward Saves

if Natural 1
PERFECT SUCCESS
automatic HIT

if Natural 20
FUMBLE
automatic MISS
Attacker is **DAZED (p.19)**
(-4 then -2 to CC, RS and WP)

DETERMINE TDS (p.19)

(Total Damage Score)
Damage of the Weapon + **Strength(S)** of the wielder + **CHARGE BONUS** modifiers
+ /- Any other modifiers
Any models with "First Strike" hits first

ARMOR SAVES

Deduct TDS from Armor Value(A)=Armor Save Result
Roll d20 under Armor Save Result
to prevent Wound(s) for each HIT
Perfect Success(1) Auto Save
Fumble(20) Wound(s) No saves
UNSAVED HIT = WOUND

Model WOUNDS(W) = 0 Remove Model

FIGHT RESULTS

+l point for each **wound** caused.
+1 point for a friendly banner within 6" of the fight.*
*You can only get a maximum of +1 point, regardless of how many banners are within 6".

Losing Side Takes **BREAK TEST**
(except models with "Immune to Panic")
Deduct LOSING Side's Score from WINNING Side
Apply this **Negative Modifier** to **LEADERSHIP(LD) TEST**
if FAIL all models in Clash Fight
RUN AWAY Regular MOVE(M)
and are PANICKED